Saint Norbert's Catholic Voluntary Academy

Curriculum Newsletter

Advent Term 2023 – Year 1/2

Subject	Curriculum	Overview	
English	Poetry: pattern and rhyme · Setting descriptions · Instructional writing · Shape poems and calligrams · Stories with familiar settings	The children will be recognising words that rhyme and learn how to count syllables in words. The children will be able to choose vocabulary to describe a setting. The children will learn how to sequence sentences to tell a story. They will learn to write a set of instructions by using imperative verbs. They will explain why a poem is presented in a specific way and create a poem using a model text. The children will also learn to check their writing to make sure it makes sense. The children will continue to develop their phonics skills and knowledge using Read Write Inc.	
Maths	The children in Year 1 will focus on the following areas of maths: - Numbers to ten - Part-whole within 10 - Addition within 10 - Subtraction within 10 2D and 3D shapes		The children in Year 2 will focus on the following areas of maths: - Numbers to 100 - Addition and subtraction - Properties of shape
Art	Drawing Painting	The children will explore the following: - How to identify marks made and to talk about them using technical vocabulary. - Different drawing materials. - Explore – making marks on a range of surface using paint. - Creative – to use primary colours and the dip, dip dab method of painting.	
DT	Mechanisms Structures	The children will: - Learn how to design and make a picture that moves by using a slider system. - Learn to evaluate the success of their finished product. - Build structures that are freestanding by using a range of materials.	
Music	Tuned and Untuned Percussion Singing	The children will: - Learn how to sing collaboratively. - Learn how to control their voice whilst singing. - Learn about rhythm and pulse. - Learn how to represent sounds pictorially.	
PE	Throwing and Catching Locomotion/Agility	The children will: - Learn how to roll an object and stop it. - Learn to throw with control. - Learn how to throw and catch accurately. - Know a variety of ways to move and use different forms of movement. - Investigate moving and move effectively in a straight line. - Explore sideways movement. - Know a variety of ways to move.	

	Gymnastics-Body Management	• Be able to perform a learnt sequence. • Learn to evaluate and perform an original sequence.
	Interpretive Dance	• Use space and direction when responding to stimuli. • Link 2 movements in a sequence. • Learn to move to music and repeat sequences.
	Sportsmanship	• To learn what it involves to be a part of a team.
History	Changes within living memory	The children will explore and answer the following questions: • How have I grown and changed in life? • What is it like around here? • What are the shops in my community? • What were shops like in the past? • How have shops changed? • How are shops different today than a long time ago?
Geography	Continents Oceans Countries of UK	The children will explore and answer the following questions: • What are the 7 continents of the world? • What are the 5 oceans of the world? • What are the 7 continents and 5 oceans of the world? • What are the four countries of the United Kingdom? • What are the capital cities of the four countries of the United Kingdom? • What seas surround the United Kingdom?
Science	Seasonal changes and daily weather. Introduce Plants- trees. Animals, including humans	The children will explore and answer the following questions: • What are the four seasons? • What's the weather like Autumn, Winter, Spring and Summer? • Why does day become night? • What makes a tree? • What trees live around my school? • What's the difference between trees? • What is an animal? • What types of animals are there? • What is similar what is different? • What does food tell us about an animal? • What makes me an animal? What senses do I have?
Computing	Getting started Programming	The children will: • Learn how to drag, drop, click and control a cursor to create works of art. • Learn why instructions need to be very specific. • Use an approach so that algorithms and debugging are made relatable to familiar contexts.